

1)

```
#range
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a=int(input('enter the lower limit of the range:'))
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```
b=int(input('enter the upper limit of the range:'))
```

```
c=int(input('enter the number u want to check:'))
```

```
def check(a,b,c):
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    if c in range(a,b):
```

```
        print('yes ')
```

```
    else:
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```
        print('no')
```

```
check(a,b,c)
```

```
2) import math
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a=int(input('enter the number of cards:'))
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```
print('the required number of cards are:')
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b=a/2
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c=math.trunc(b)
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print(c)
```

```
3) import random
a=int(input('enter a positive integer:'))
c=random.randint(a,a+10)
i=0
print('the random integer is:',c)
while i<c:
    print('A',end=' ')
    i=i+1
```

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4) a=int(input('enter the startting time in 24hrs format:'))
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b=int(input('enter the ending time in 24hrs format:'))
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c=b+24-a
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if c>=0 and c>1 and c<=23:
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    print('the amount for billing in $ is ',c*5.50)
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else:
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```
    print('not a valid bill')
```

```
5) import random
a=int(input('enter the number of times u want to roll a dice:'))
i=0
d=0#to note %of occurrence of 1
e=0#to note % of occurrence of 2
f=0#to note % of occurrence of 3
g=0#to note % of occurrence of 4
h=0#to note % of occurrence of 5
j=0#to note % of occurrence of 6
while i<a:
    b=random.randint(1,6)
    c=random.randint(1,6)
    if b==c:
        if b==1:
            d=d+1
        elif b==2:
            e=e+1
        elif b==3:
            f=f+1
        elif b==4:
            g=g+1
        elif b==5:
            h=h+1
        elif b==6:
            j=j+1
    i=i+1
print('% of occurrence of 1 is :',d*100/a)
```

```
print('% of occurrence of 2 is:',e*100/a)
```

```
print('% of occurrence of 3 is :',f*100/a)
```

```
print('% of occurrence of 4 is :',g*100/a)
```

```
print('% of occurrence of 5 is :',h*100/a)
```

```
print('% of occurrence of 6 is :',j*100/a)
```